

“Learning languages by playing – the Memo-Box“

Basic rules of the game:

School things are depicted on the cards. Each motif is duplicated, so there are 20 pairs of cards. The aim of the game is to find as many pairs of cards as possible and to name the object in one or more languages.

All cards are shuffled and laid out face down. The players turn over 2 cards each in turn (clockwise). If one person finds a pair, i.e. 2 identical cards, and can name them, he/she can keep them and turn over 2 more cards. If not, he/she turns the cards over again and it is the next person's turn.

The person who has the most pairs at the end (and can name them) wins.

The game ideas can basically be played with any memo game with any motifs/term pairs. They can also be transferred to various other areas (subjects) and used there. Matching pairs of cards must then be found and/or prepared.

Game ideas that promote multi-lingualism:

To promote family languages, German as a second/foreign language or other foreign languages, either the entire game can be played (continuously) in one language or another; this assumes that all players have a common language.

Alternatively, several languages can be used simultaneously if the players speak different languages. In the end, the person who has found the most pairs and named the terms in one or more additional language(s) wins (1 additional point per additional language).

Game ideas for practicing and promoting certain language areas:

To practise the article: sort the cards according to grammatical gender/articles (*der/die/das*), according to categories (toys/school supplies/furniture...)

the formation of plurals: form singulars and plurals

of prepositions: pictures are placed in the room, players have to describe where the card is (*under* the chair, *on* the windowsill, *next to* the box, etc.) – and fetch (to encourage movement)

sentence formation: form a complete sentence with the term

storytelling (text production): (re)tell a story with drawn cards (orally or in writing)

Game ideas that (additionally) encourage movement:

All players receive a picture card and move freely around the room. Each player meets another person. Each pair asks each other what can be seen on the card and names the term (possibly also with the above-mentioned variants for the article formation, plural formation, sentence formation, possibly also for verb conjugation).

Once all the terms have been named by everyone, individual or all the picture cards can be exchanged in the next round.

Game ideas without cards/people or object memory (in larger groups):

1. 2 players (pupils) wait outside the room while the rest of the players (in larger groups/classes) form random pairs of terms.
2. Each pair chooses a word and a language in which this word should

be said – the word can also be written down.

Or: each pair receives a card with a word and chooses the language in which they want to say the word.

(The players should be encouraged to choose the words in different languages they know, even if only one person knows the language more or less well).

3. The players move around the room and either take a random place or a position (standing).
4. The two players waiting outside the room may come back in and stand in front of the group.

They now take it in turns to choose two different people in the room to name “their” terms once in the chosen language and discover as many pairs as possible. When one of the two players discovers a pair, these „pairs“ leave their place and stand behind the player who guessed them. Or the points are noted down and the guessed pair must sit down to indicate that their word has already been guessed.

Variations are also possible.

Have fun playing and learning!

For more ideas und further links:

